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DARK CLOUD™

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- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.Never use solvents or abrasive cleaners.

Dark Cloud Tips and Hints

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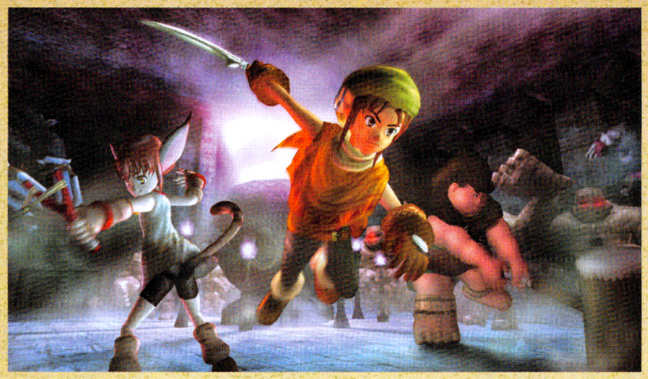
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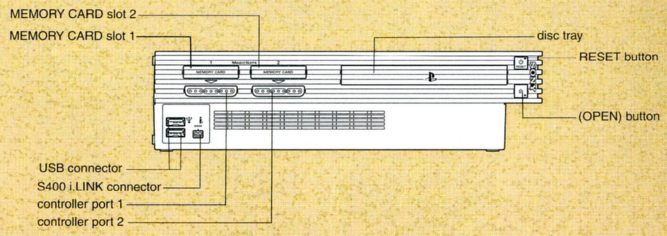
SETTING UP YOUR CONSOLE

Set up your PlayStation® 2 computer entertainment system according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the STANDBY/RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Dark Cloud™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to the manual for information on using the software.

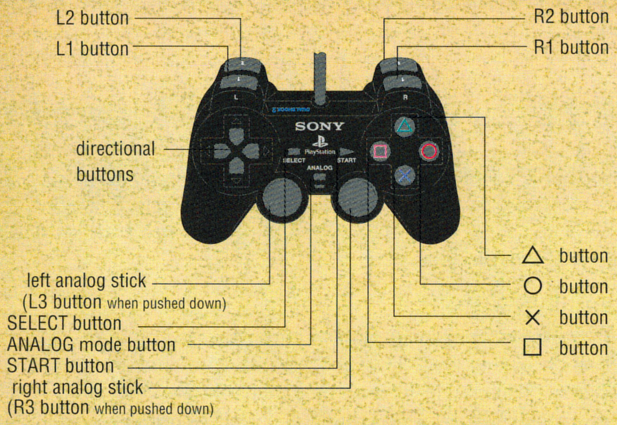
Memory Cards

To save game settings and progress, insert a memory card (for PlayStation® 2) into MEMORY CARD slot 1 or slot 2 of your PlayStation®2. You can load saved game data from the same card, or any memory card (for PlayStation®2) containing previously saved Dark Cloud games.

For information, see "Saving and Loading Game Data" on page 44.



CONTROLS



Start/Pause game	START button

Menu Controls

Select menu item	Directional button or Left analog stick + ⊗ button
Scroll menu items	Directional button or Left analog stick
Open Command menu (in Walking/Dungeon mode)	△ button
Change option settings (on Option Menu)	Directional button or Left analog stick
Scroll menu items	Directional button or Left analog stick
Highlight Weapon, Item or Attachment Inventory tabs	L1 button or R1 button
Pick up item in Inventory	Directional button or Left analog stick + ⊗ button



SAVING AND LOADING GAME DATA

Saving

Save game data only in Walking Mode.

To save game data:

1. Open the Command menu and select SAVE.
2. Select the file you want to save to. If you are prompted to overwrite the existing data, press the ⊗ button to overwrite the data.



Loading

1. On the Main Menu, select CONTINUE.
2. Select the saved game you want to continue and press the ⊗ button.

Drag and place item	Directional button or Left analog stick + ⊗ button
Place multiple like items in Active Items menu	△ button
Quick buy/sell/check at shops and check-in counters	△ button
Close menu and return to previous screen	○ button
Put item back	○ button

Character Controls

Run/Walk	Left analog stick
Climb ladders (if climbable)	⊗ button to grab ladder, Left analog stick UP/DOWN to climb
Open some doors (some need keys)	⊗ button
Switch in/out of first person (in houses only)	R2 button
Look around (in dungeons and outside houses)	R2 button + Left analog stick
Advance dialogue screens/Talk	⊗ button
Use Item Menu when "!" alert visible	□ button
Center camera view behind Toan	○ button
Pan camera view	Right analog stick or L1 button/R1 button In Dungeons
Strike with weapon	⊗ button (hold for charged attacks)

Toggle enemy lock-on ON/OFF	◎ button
Switch target while locked on	L1 button
Block attack while locked on	R1 button
Quick ally switch	SELECT button + Directional button or Left analog stick
Open Chests or Atla	⊗ button when "!" alert visible
Cycle through active items	Directional button LEFT/RIGHT
Use active item	□ button

Edit Mode Controls

Toggle Edit mode/ Walking mode	SELECT button
Move Georama cursor	Directional button or Left analog stick
Pick up/Place Georama object	⊗ button
Move Georama object	Directional button or Left analog stick
Remove Georama object from map	□ button



Osmond

Osmond of the Moon People is armed with guns and lasers and he flies into battle with a Helopack on his back.



Ungaga
He is a legendary warrior among his people. Ungaga's weapons are fighting staffs or spears.

A SHATTERED WORLD

400 Years Ago

The King of the Eastern Continent watched heartbroken as the Western Wizard Army prepared its magical death-blow to his staggered and suffering forces. The King sat alone by the light of two moons contemplating the end of his kingdom and the destruction of his people. At the moment of his darkest anguish, a shrouded mage appeared. He offered the King an unholy victory born from the blackest witchcraft. Desperately, the King accepted and, as promised, the West miraculously fell in defeat. But soon, to his ever-lasting anguish, flames consumed the King's beloved Eastern kingdom as well.

Present

In the western village of Norune, music floats across the air on a clear warm night bathed by the light of two moons. The villagers dance and perform around the communal fires in celebration of the Harvest Festival. Not far from Norune, a more ominous dance plays out. Within the Dark Shrine, hypnotic rhythms pulse off heavy granite walls as bewitched mystics focus their energy on a gigantic urn in the center of the shrine. At the foot of the urn, stands Flag, a cold-faced military man who is the one responsible for unearthing this dark treasure. He hides his anticipation as the ceremonial dancers sway and chant to free the spirit trapped in the urn. This dance in the Dark Shrine is not a celebration of life, but a blood ritual of resurrection, the rekindling of a long imprisoned and horrible force.

The contents of the urn begin to swirl, and then pulse upward as the spell shatters the seal. An enormous being emerges from the urn. Known as the Dark Genie, he is free for the first time in 400 years. Flag's stony glare turns to fear as the monstrous blue-tongued creature gazes down at him. But he still manages to pronounce himself the Genie's master. The Dark Genie agrees, and then quickly devours on an unfortunate priest. The suffering of the Western Continent is about to begin.

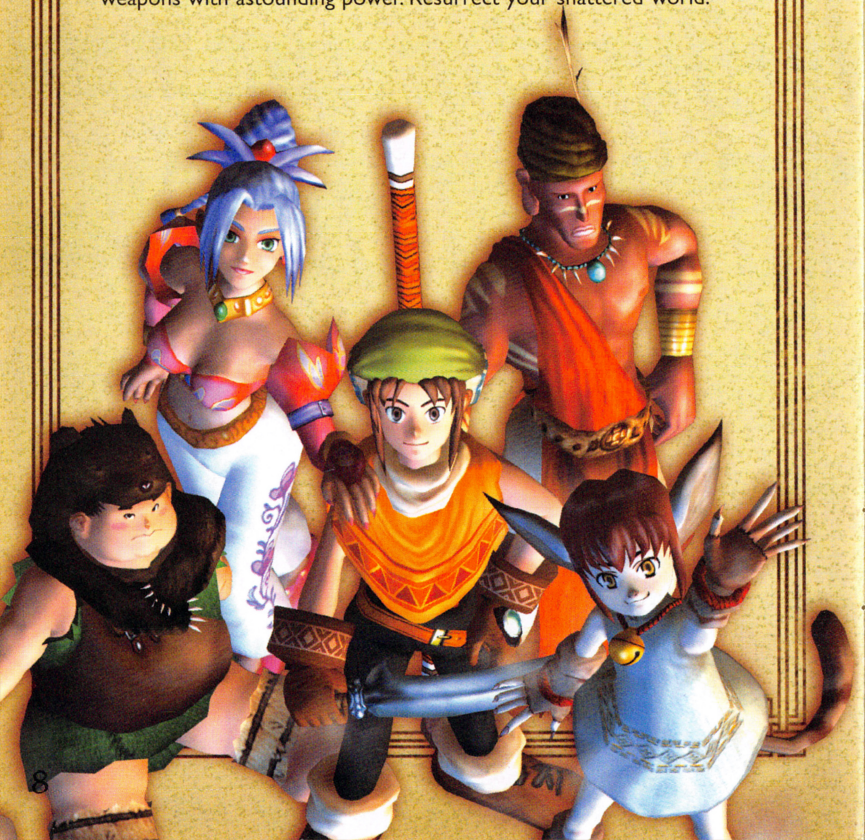
In Norune, a young boy named Toan looks for his friend Paige among the crowd of performers. The faces of the dancers glow with happiness. But in the sky above, the Dark Genie with Flag in hand arrives like a lunar eclipse. In a moment the Harvest celebration

ignites into an inferno. Toan makes a futile leap to save Paige from a collapsing tower. As his village crumbles, Toan's world goes black.

Toan awakens alone and confused to see an ancient man standing before him. He is the Spirit King, one who can join all the spiritual forces in nature.

In the last split second before Norune and other villages vanished, the Spirit King casts a magical spell. Everything was encased in magical spheres called Atla. Atla containing every person and piece of Norune are now scattered over great distances. The Spirit King sees a brave heart in Toan and grants him the power to rescue and restore his homeland.

Challenge the incredible power of the dark evil that, even now, is turning what remains of the land into vast dungeons. Kind deeds and bravery will win you allies while spirit magic charges your weapons with astounding power. Resurrect your shattered world.





Goro

Goro is a hunter living in a treehouse close to Poacher Village. He likes to use Axes, Hammers and other heavy weapons, much like his father.



Ruby

Ruby is a genie fresh out of a magic lamp. Ruby attacks with a variety of magic rings.

THE MAIN MENU

1. Press the START button to display the Title Screen and press the START button again to display the Main Menu.
2. Select a menu option and press the ⊗ button.



Start

Begin a new Dark Cloud game.

Continue

Continue a saved game. See "Saving and Loading Game Data" on page 44.

Option

Set game options.

- Select the option setting you want and press the ⊗ button.
- Press the Directional button or Left analog stick RIGHT at the OPTION 2 line to view additional option settings.

Save Cursor Position—Turn ON to leave the cursor in position when you close a menu. Turn OFF to return the cursor to the default position when you close a menu.

Vibration—Turn the Vibration function ON/OFF on DUALSHOCK™ 2 analog controllers and DUALSHOCK® analog controllers.

Message Display Speed—Select the speed at which character text is displayed. Set to NORMAL or SPEEDY.

Sound—Match the sound specifications of your television.

Clock Display—Turn the clock display ON/OFF.

Time Progress—Selects the rate at which time progresses in towns. Set to NORMAL or SPEEDY.

Map Display Density—Set the transparency level of the dungeon map. Can be set to three different levels, or turned OFF.

Display DMG Point (Enemy)—Display enemy damage in hit points after each attack. Set ON/OFF.

Display DMG Point (Player/Character)—Display controlled character damage in hit points after each attack. Set ON/OFF.

Enemy's HP Display—Display the enemy's life meter during battle. Set ON/OFF.

Display Character Name—Display the names of people and monsters. Set ON/OFF.

Farside Soft Focus—Distant views are softly focused when set to ON. Distant views are sharper when set to OFF.

> **Note:** You can also change options during gameplay by opening the Command menu and selecting OPTION.



Xiao

The Spirit King turned a Norune house cat into a human warrior. Xiao fights with a slingshot. Her feline agility offers tremendous jumping skills.

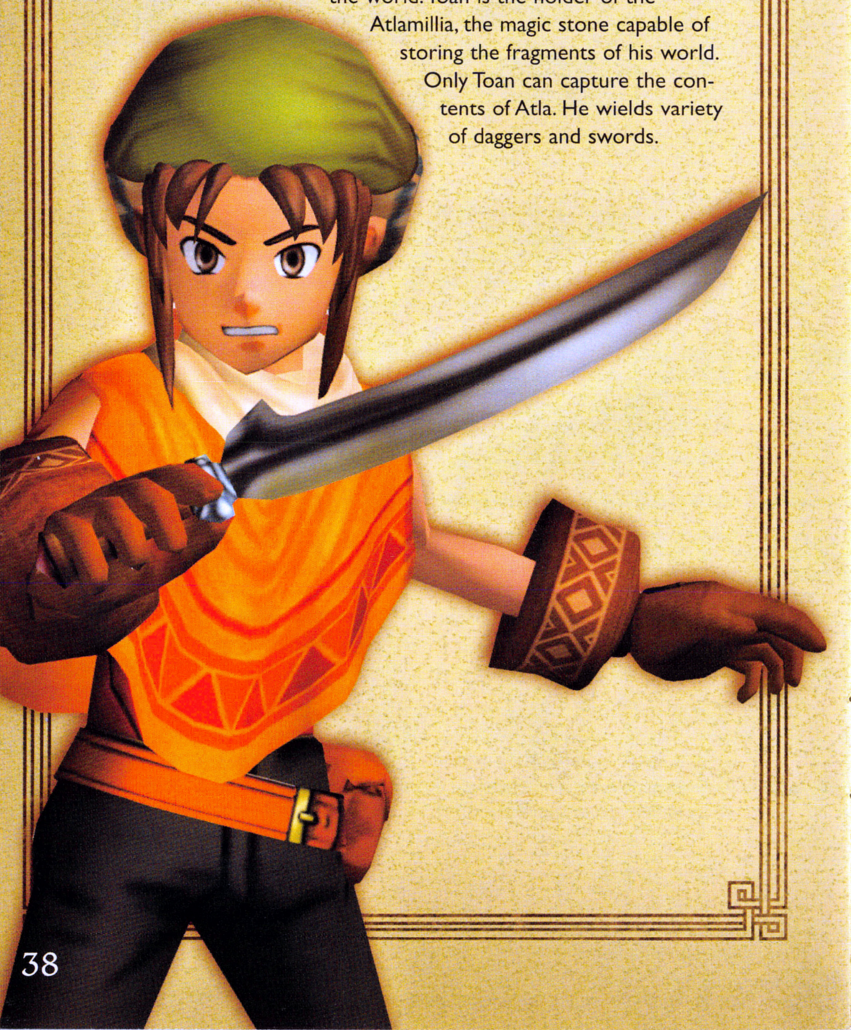


THE CHARACTERS UNDER YOUR CONTROL

You will attack the Evil with these characters. Each is talented in combat and uses specific weapon type.

Toan

The Spirit King grants Toan the power to recreate the world. Toan is the holder of the Atlamillia, the magic stone capable of storing the fragments of his world. Only Toan can capture the contents of Atla. He wields variety of daggers and swords.



STARTING A NEW GAME



1. Press the START button to open the Title Screen and press the START button again when prompted.
2. Select START.
3. Press the ✕ button to advance through the story text and display the Register Name screen.
4. Register your name for the main character. Select a character and press the ✕ button to enter it.
   - ALPHABET/NUMBER or SYMBOL—Decide the type of character you want to enter.
   - ARROWS—Move the cursor to a new character position.
   - INS—Insert an empty space.
   - DEL—Delete an entered character. (Or press the ○ button.)
   - DEFAULT—Use the character's default name.
   - DECIDE—Select the currently entered name.
5. At the prompt, press the ✕ button to confirm your name and begin the game.



PLAYING DARK CLOUD

Your village and others were blown to pieces and scattered by the Dark Genie's attack. Each piece lays encased in protective Atla in far-flung regions of the continent. All can be retrieved and reassembled. Find the lost pieces and begin to rebuild your world.



Talking

Walk up to someone and press the ⊗ button to begin conversation. Press the ⊗ button to advance through the dialogue screens.

Starting a Conversation

Often, you will start a conversation. When you talk to someone, a list of questions you can ask may display in a dialogue balloon over your head. Select the question you want.

Discovery and the "!" Alert

When the "!" alert appears over Toan's head (both on the surface or in dungeons), there is something of value or interest directly in front of him. Press the ⊗ button.

Chests

Walk up to chests and press the ⊗ button to reveal their contents when the "!" alert appears.

Dungeons

The Dark Genie and Flag have infested once peaceful areas of your world with monsters and traps. These areas also contain the mysterious Atla that must be collected to restore your world.



Georama Analysis

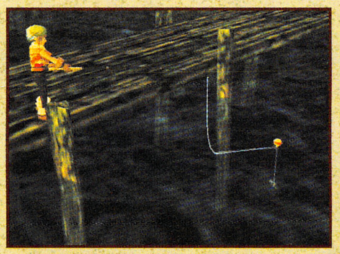
This screen shows progress though the reconstruction of the current region your in.

Collection—This is the percentage of objects recovered for this region.

Complete—Shows the percentage of elements placed for this region.



Request—The people you bring back will have requests for you, if you ask them. This graph represents the percentage of requests you have fulfilled.



FISHING

Go fishing to gain points for better weapons and items. You must have a fishing pole.

Find a body of water with a fishing sign next to it. Walk up to the sign. When the "!" alert appears, press the ⊗ button to open the action prompt. Select FISH to begin.

Cashing In on Your Fishing Points

After you land your fish, check out the fishing board for valuable items.

1. Stand in front of the Fishing sign and press the ⊗ button when you see the "!" alert.
2. Select EXCHANGE FP.
3. Shop for items on the FP Exchange menu. When you select an item, the total cost is subtracted from your FP.





3. Press the ⊗ button and the Georama view of the ground will appear with your selected object displayed.
4. Press the Directional button or Left analog stick to drag the object anywhere you want. Press the L2 or R2 buttons to rotate the object, and press the ⊗ button to place the object.



Note: Some objects have multiple parts. A river, for example, is composed of several pieces. You have to place the object several times to get it all.

Completion

After a house has been placed, the word "Event" will appear next to it on the Config/Assembly screen. Return to Walking Mode and go to the house. You will join in an Event where grateful homeowners thank you.

Move/Remove

To change the location of an object, select MOVE/REMOVE. The controls for placing, rotating and removing objects are the same as those for the Config/Assembly mode.

- Press the ⊗ button to lift the object for rearrangement.
- Place an object back in the Config/Assembly inventory by pressing the ▢ button when the object is still on the ground or press the △ button while it is lifted in the air.

Atla

Each Atla contains pieces of the lost Western Continent rescued by the Spirit King. Use the Atlamillia to collect the contents of each of the Atla you find. Then begin the task of rebuilding the world. Whenever you discover an Atla, walk up to it and when the "!" alert appears, press the ⊗ button to collect its contents.





Allies

You will gain allies you can control. You can control one character at a time. Allies have special skills that make them vital to completing the quest.



THE GAME SCREENS

Walking Mode



Use Walking mode to explore regions of the surface world. Press the SELECT button to switch between Walking Mode and Edit Mode.

Time of Day Clock—This shows you the time of day. People you talk to will respond differently depending on the time of day.

Person Alert Arrow—This blue arrow appears over the location of a person who you can communicate with.

Decision Prompts—These appear when you have to make a decision about what to say or what action to take. Select what to say or what to do and press the ⊗ button.

Note: Decision prompts also appear in dungeons.

Dungeon Mode

1. Map

The map shows areas available for exploration and expands as you discover passageways. Map fragments you find will immediately be added to the map information displayed.

- The pink arrow on the map is your location on the dungeon floor.
- Green dots mark the location of Atla.
- Large green squares are floor entrances and large yellow squares are floor exits.
- Red dots are monsters.
- Yellow dots are chests or objects that you can pick up.
- Large blue circles are water sources.
- Small blue circles are Mystery Circles. They can be good or bad.
- Large pink question marks designate Backfloors entrances.

2. Life Meter

This meter is your life force measured in Hit Points (HP). Attacks damage reduces HP. The number on the left is HP remaining. The number on the right is the maximum HP.

RESURRECT YOUR WORLD IN EDIT MODE

Once you've left a dungeon and returned to Walking Mode with some Atla, you can rebuild your world using the Edit Mode. In Edit Mode, use the Config/Assembly screen to assemble everything and use the Georama (overhead view) of a region for placing objects back on the ground. To prepare for the re-assembly of a region:

1. Press the SELECT button to switch from Walking Mode to Edit Mode.
2. Press the △ button to open the Edit Command menu.
3. Select CONFIG/ASSEMBY.

Config/Assembly



On the Config/Assembly screen, objects are divided into two groups:

- On the left side of the screen are the Foundation parts, which encompass structures such as buildings, houses, trees, rivers, etc.
- On the right side of the screen, the Specific parts are displayed. These are pieces that have to be added to the Foundation parts to fully complete a structure.

To begin assembly:
Drag pieces from the Specific parts side onto the corresponding slots on the Foundation parts side, and press the ⊗ button.

- If correct, the piece will be inserted into the slot.
- If not, you will hear a beep sound.

Slots will have "?" displayed on them until you talk to residents of a building and find out what objects they need.

Putting Objects Back on the Ground

You do not need every fragment to begin placing objects on the ground. You also do not have to place them exactly where they once stood.

When you are ready to place an object on the ground:

1. Scroll down to the object you want to place.
2. Move the cursor to the left over one of the objects.

Backfloors

Backfloors appear on most dungeon floors. A pink question mark indicates the location of one. A unique key is needed to enter each backfloor.





1 Map
2 Life Meter
3 WHP Meter
4 Abs Meter
5 Thirst Meter
6 Active Items Slots
7 Floor #
8 Speed
9 Status Alert

3. Weapon Hit Point Meter (WHP)

Weapon Hit Points (WHP) measure the durability of your weapon. Striking with a weapon wears it out and its WHP decreases. If its WHP runs out, the weapon will break and vanish, with the exception of each character's first weapon. The left number is WHP remaining. The right number is maximum WHP for the current weapon.

4. Absorption Meter (ABS)

As you defeat enemies with your equipped weapon, the weapon absorbs the enemy's power, and the Absorption (ABS) reading rises. When your ABS meter fills, you can upgrade the weapon. See "Upgrade a Weapon" on page 26.

5. Thirst Meter

You need water to survive. The Thirst Meter, shows how thirsty a character is. As thirst grows, the drops disappear. Run out of water

and HP begins dropping. Use water items to quench your thirst or find water springs to replenish your thirst and health completely.

6. Active Items Slots
These are items that you can instantly use by pressing the ■ button. Press the Directional button LEFT/RIGHT to select the item you want to use.

7. Floor Number
This identifies the dungeon floor you are exploring.

8. Speed
This meter shows your ability to attack. While it is full or partially full, your character can attack. When it's empty you cannot attack. As a weapon's speed increases, the speed of your attacks increase.

9. Status Alerts
A Status Alert appears at the top of the screen to warn when you are poisoned or under a spell.

Edit Mode

See "Resurrect Your World in Edit Mode" on page 35.



THE DUNGEONS

Find Atla in the dungeons. Monsters controlled by the Dark Genie will attack. The Atla are scattered throughout the different floors of the dungeon.



The Dungeon Screen

When you first enter a dungeon, the Dungeon screen will appear.

On the Dungeon screen you can:
- See how many Atla are contained or remaining on a floor and how many you have broken open.
- See the total number of monsters you have destroyed on the floor (the number next to the Ankh symbol).
- Select a floor to visit.

If you are returning to a dungeon and previously had visited certain floors, you can select one and return to it. The Alta won't return to the floor, but the treasure and enemies will.

Dungeon Keys

You need a Gate Key to enter a dungeon and an additional keys to move to the next floor. One of the monsters on a floor holds the key to the next floor. You must defeat that monster to proceed.

To use a Gate key:
1. Walk up to a door.
2. Press the ■ button to open your Items menu.
3. Select the key you think is correct for the door and press the ✕ button.
4. If correct, the floor exit will open. If it's incorrect, you will have to try again.

Limited Zones

Limited zones have special situations that limit you or threaten special dangers. If you are entering a "Limited Zone" dungeon, a warning displays on entry stating the limitations.



Bosses

In each dungeon there is a floor commanded by a boss. The Boss Alert will display at the top right of the screen on floors where a boss is lurking. In many cases, the power of Toan and his allies are needed to defeat the boss.

Duels

Duels are special battles that involve precision combat. When a duel is about to commence, an "!" alert in a yellow circle will appear over the enemy you are about to face.

At the beginning of the Duel, a blue bar will appear at the bottom of the screen, and a small white bar with a smaller white bar inside it will appear on the left side of the screen. Button icons (such as ✕ button, left Directional button, etc) will travel from the right side of the screen to the left side. As the icons overlap the white bar, press the correct button on the controller while it is in the white bar area.

- Press the button while the icon is in the smaller white bar and you'll see the word "Cool"
- Press the button while the icon is in the outer white bar and you will see the word "OK."
- If you don't press the button while the icon overlaps the white bar, you will fail the duel.
- If you hit every button command correctly, you will complete the Duel.



THE COMMAND MENUS

Use the Command menus to perform specific tasks. The Command menus differ depending on where you are.

See "Resurrect Your World in Edit Mode" on page 35 for Edit Mode commands.



Item

In the Items inventory you can:

- Make items active by dragging them to one of the Active Item slots or highlight them and press the △ button. You can hold up to nine identical items in one slot.
- Press the □ button on the item and attachment inventories to auto-sort.
- Discard items by dragging them to the trash.

Weapon

View your weapons and attachments in the Weapons inventory.

See "Weaponry" on page 22.

Allies

Change your Allies while in the dungeons.

Georama Part

Begin the re-assembly of your world after you have collected Atla. Use this option when in Edit Mode or in a Dungeon only. You can view Georama in Walking Mode, but you will be unable to edit them.

See "Resurrect Your World in Edit Mode" on page 35.

Go Outside

Use this to leave the building you are in.

Go to other Area

Transport to different regions. Press the Directional button or Left analog stick to move the cursor over the World Map to the region you want to visit and press the ✕ button.

- Regions displaying a red "X" are places you can go.
- The region displaying the blue "X" is where you are now.

Leave Dungeon

Select this to mind connect with the Spirit King who will transport you out of the dungeon. Monsters block the connection.

Manual

Learn details about every aspect of your quest. The Manual is stored in your Items inventory.

Option

Change game options during play. See "The Main Menu" on page 9.

Save (in Walking Mode only)

Save game progress. See "Saving and Loading Game Data" on page 44.



- Ruby—Charge Magic Bolt
- Ungaga—Tornado Spin

Throwing



Throw certain items such as bombs or crystals at an enemy. To prepare an Item for throwing, place it in one of the Active Item slots for quick use.

To throw an item at an enemy:

1. Target an enemy by locking onto them with the ◉ button.
2. Select the Active Item slot containing the item you want to throw.
3. Press the ■ button to throw the item.

To manually aim and throw an item:

1. Select the Active Item slot containing the item you want to throw.
2. Press and hold the ■ button.
3. A red sight will appear on the ground to help you aim your throw. Press the Left analog stick to move the sight under the enemy you want to attack.
4. Release the ■ button to throw the item.

Note: Using items to defeat enemies will often make them drop Attachments that can help you defeat the same type of monster in the future.

Replacing Allies in the Dungeons



To replace an ally:

1. Press the SELECT button to display your allies.
2. Select the ally you want and press the ✕ button.

Note: You will be unable to switch characters in some limited zones. See "Limited Zones," on page 34.

BATTLE



Dungeons are the battlefields. Monsters, some wielding great power, guard the Atla that you must recover.

Damage

Each time you or a monster takes damage, the combatant will flash bright red and the amount of damage (if any) will display in hit points.



Lock-On Mode

Lock-on mode helps your fighter focus on an adversary. To enter Lock-on mode, face the monster and press the ○ button. A red cursor frames the enemy and its life meter appears to help you better judge the power of your attacks.

- When in Lock-on mode, your fighter will always face the enemy.
- Dart in and out without losing sight of the opponent.
- To switch Lock-on to another visible enemy, press the L1 button. You can also block by holding down the R1 button

Primary Weapon

Each ally uses a special weapon type. More powerful weapons can be found or purchased.

- Press the ✕ button to attack with any one of the allies.
- Press and hold the ✕ button to increase the number of strikes or charge attacks with certain allies.

Charged Attacks

Toan, Goro, Ungaga and Ruby can execute charged attacks: Press and hold the ✕ button until the character flashes red, then release the ✕ button.

The charged attacks are:

- Toan—Jump Slash and Windmill Slash
- Goro—Spin Smash

MERCHANTS, MONEY AND CHECK-IN COUNTERS

Merchants will sell or buy goods and others may allow you to check in items when you have too much to carry. Before he or she will perform these services, you need to reassemble their shop or home.

Money (Gilda)



The coin of the Western Continent is the Gilda. Earn Gilda by defeating enemies and selling items.

See how much money you have by opening your Items inventory from the command menu. The total Gilda is at the bottom left of the Items inventory box.

Buying and Selling Items

Ask a merchant if you can shop and the Shop Screen will open. Your possessions appear on the right side of the screen, and items for sale are on the left.



There are two ways to shop:

Dragging

Drag the item you want to buy or sell between your inventory and the seller's inventory.

1. Select the items you want to move
2. Drag the item to an empty slot in either your inventory (Buy) or the merchant's inventory (Sell).
3. When you are finished, select CHECK.
4. Press the ✕ button to close the deal when prompted.

Speedy Buying/Selling

1. Select the items you want to buy/sell and press the △ button to display the Speedy Buy/Sell prompt.
2. Press the △ button again to register the transaction. The cost or profit will show up in your Gilda display at the bottom of the Item inventory.

When you are finished shopping, press the ◉ button to highlight CHECKOUT, and press the ◉ button again at the prompt to leave.

Storing Items

When you find someone who will allow you to check in or pick up an item:

1. Ask the person if the Check-in Counter is open, (if the question is available in your character's dialogue balloon).
2. The Check-in Counter screen will display. The process of picking up or checking in items is similar to buying and selling items.

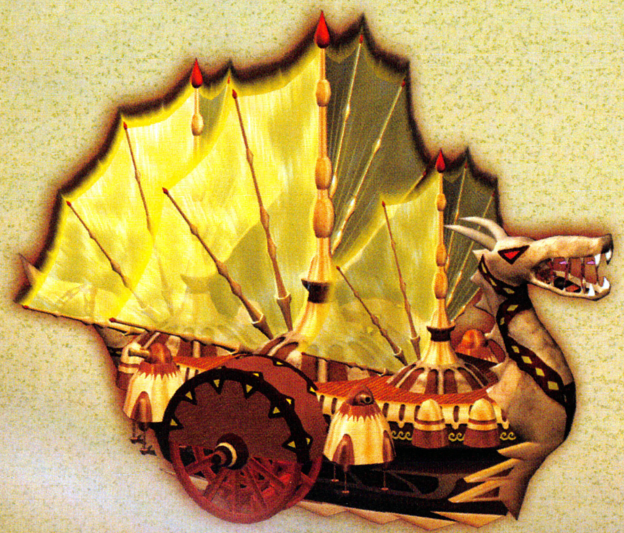
Drag Items

Drag the items you want to pick up or leave between your inventory and the Check-In Counter inventory.

Speedy Check For Picking Up or Dropping Off Items or Attachments

Select an item from Check-in or your own Items inventory and press the △ button. Press the △ button again to send the item to the other side.

When you finish, press the ◉ button, and select YES at the prompt to close the screen.





Attack him with an ice based weapon attribute.

Monster	Counter Attachment
Fire Based	Ice
Ice Based	Fire
Thunder Based	Wind
Wind Based	Thunder
Evil/Undead	Holy

Monster Attachments

Use these to increase damage inflicted on specific monster classes. Some examples are:

Beast Buster—+3 for combat with beasts

Dinoslayer—+3 for attacking dinosaurs

Undead Buster—+3 when fighting the undead



Gem Attachments

Gem attachments combine Statistical, Monster, or Elemental forces into one attachment. Some examples of Gem attachments are:

Emerald—+10 Magic, +10 Dino, +10 Plant

Ruby—+10 Speed, +10 Fire, +10 Mimic

Heal—Slowly recovers your health in battle.

Note: Check the Spirit King's manual for more information.

THE ATTACHMENTS

Attachments increase the power of a weapon or specialize its damage for combat against specific types of enemies. You can sometimes tell how powerful an attachment is by looking at the number written on it.

When a weapon is upgraded, the Attachments on it are absorbed into the upgraded weapon.

See "Weaponry" on page 22 to learn how to install attachments

Statistical Enhancement Attachments

Statistical attributes are the ones that define your basic abilities. These attachments increase those abilities when attached to a weapon.



For example:

- The Strength attachment increases strength by up to +3.
- The Speed attachment increases speed by up to +3

Elemental Attachments

These attachments increase the attributes of your weapon by drawing from a specific force of nature. Experiment to find your enemy's elemental weaknesses. For example: If a monster attacks with fire, he must be fire based.



THE USE ITEM MENU

You will deal with puzzling problems that call for the use of a certain item. For example: While trying to get around some barrier, you press the ✕ button when you see the "!" alert appear, and read a brief explanation or hint about the barrier. The prompt "Use item with ■ button" ends the description. Pressing the ■ button brings up the Use Item menu. Figure out which item you need to solve the problem. If your choice is incorrect, your character will turn around and face you to indicate that you need to try some other item.





1 Character
2 Weapon Name
3 Weapon Slots
4 Attachments
5 Attachment Descriptor
6 Trash Can

WEAPONRY

Toan walks from the barren remains of Norune with one small dagger. But there are more powerful weapons to be found and ways to make the weapon in hand more lethal.

- Weapon power can be increased through Upgrades and Attachments.
- Weapons can be built up evolving into more powerful weapons.
- Weapon types vary with each ally.

See "The Characters Under Your Control" on page 38 to find out about each ally's weapon specialty.

- Weapons can break and disappear right in the middle of a battle. A character's default weapon won't disappear, but it can break. If it does, almost all of its power will be lost until you repair it. Make sure that a weapon's WHP is maintained during combat. Use Repair Powder to fix a worn weapon during combat.

Break, and select YES to confirm. Attach it to another weapon to quickly build its power.

The Best Weapon

Attain the best weapon by using the Build Up command. Adding a SynthSphere to a weapon adds 60% of the power from the original weapon to the new one and is quicker than building up. But for awesome power, build up the weapon using a combination of Synthsphere attachments and the Build Up command.

Dumping A Weapon

When you think you no longer want a weapon, you can dump it from your Weapons inventory.

To dump a weapon:

1. Select the weapon you want to dump.
2. Press the Directional button or Left analog stick RIGHT and the Dump Button will appear.
3. Press the ⊗ button, select YES at the prompt and press the ⊗ button again.

Note: This can also be done on the Item menu by dragging the weapon over the trashcan.

Special Weapon Abilities

Some weapons show special abilities during battle. When a weapon has special abilities, an icon appears next to it when viewed in the Weapons inventory. Special functions can be transferred to a new weapon as a SynthSphere or if you build up one weapon into another. Some abilities actually cause negative effects or cancel each other out.



Some examples of Special Weapons abilities are:

Big Bucks—Doubles your money won from defeated enemies

Steal—Lets you steal items from an enemy. The items you get from enemies are not the same items you would get from defeating them. Some enemies also have this ability.

Upgrade a Weapon



A weapon can be upgraded, but you must have Powerup Powder or fill up the weapon's ABS meter (the blue bar underneath the WHP meter) before you can upgrade. Each time you upgrade a weapon, a level number appears next to its name Weapons inventory. Upgrading a weapon increases its Attack, Endurance, Speed and Magic all by one point, and absorbs any attachments into the weapon permanently.

To upgrade a weapon:

1. Select the weapon you want to upgrade and select the UPGRADE button.
2. Select YES to confirm the upgrade.

Building Up a Weapon

Building up evolves one weapon into another weapon. Before you can build up a weapon, it must have reached a certain power rating for some or all of your weapons attributes.



To find out exactly what you need to build up your weapon:

1. Select that weapon and select BUILD UP.
2. Choose one of the selections displaying "???" and press the ⊗ button
3. Power ratings that appear in red must be increased before the weapon can be built up. Once the name of a weapon replaces the "???" entry, you can build it up.

Weapon Status Break

Once a weapon's level has been increased to +5 or higher, you can change the weapon into a SynthSphere attachment that carries 60% of the original weapon's power. To change a weapon into a Synthsphere, select the weapon you want to change, select Status

Types of Weapons

Primary Weapons

These are the Swords, Spears, Sling Shots, Mallets, Rings, and Guns that are your primary weapons. Each character can use only a certain weapon type.

Throwing Objects

These are stored in your Items inventory. To use them when they are in your active items menu:

- Bombs
- Magic Gems

See "Battle" on page 30 to learn how to use weapons.

Viewing Weapons



To inspect or change weapons:

1. Press the △ button to open the Command menu, and select WEAPON.
2. Press the L1 button and R2 button to switch between characters to select whose weapons you want to view.
3. Press the Directional button or Left analog stick LEFT/RIGHT to view each weapon. Press the ⊗ button to inspect the weapon more closely.

When you select a weapon to inspect, the following stats will appear:

WHP (Weapon Hit Points)—The weapon hit points remaining and the maximum hit points for the weapon. This decreases with combat use. But the maximum can be raised.

ABS (Absorption)—ABS is the ability to absorb the magic force of defeated enemies. The more you use a particular weapon, the more magic force it will store. Weapons with a full ABS bar can upgrade and become more powerful. Make sure to maintain WHP.

At (Attack)—This is the attack power of the weapon. The higher the number, the higher the amount of damage you can perform.

Ed (Endurance)—This measures the weapons durability. As this increases, it will take longer for your weapon to lose its WHP.

Sp (Speed)—Faster weapons recover more quickly for the next attack.

Mp (Magic)—Weapons with higher MP take greater advantage of the elemental and attribute aspects of that weapon.

Changing Weapons (Equip)

The Weapon Screen will open to the currently selected character and weapon they are presently holding. Once you find additional weapons, you can change the equipped weapon.



To change a weapon:
Press the R1 button or L1 button to highlight the character whose weapon you want to switch to, then select the weapon, select EQUIP, and press the ⊗ button to switch.

Customize Weapons

Attachments customize your weapon . Place attachments in one of the weapon slots that appear below the name of the weapon. Blue slots are used to place a SynthSpheres. See "Weapon Status Break" on page 26 to learn about SynthSpheres.

To place an attachment on a weapon:
1. Select the weapon you want to customize.
2. Select the CUSTOMIZE menu.
3. Select the attachment you want to install in a weapon slot.
4. Drag it to the slot you want and press the ⊗ button.

See "Attachments" on page 28.

Changing Weapon Attributes

Weapon attributes draw on the magic that flows from the forces of nature. Certain forces of nature damage your enemies while others do not. Giving your weapon the correct weapon attribute for a specific enemy increases attack power. The Attribute that your enemy is most vulnerable to, is the one that is the opposite of its own elemental nature. Using the wrong one could cause your attack to have no effect.

The Attributes are: Fire, Ice, Thunder, Wind and Holy.

The Attributes of a weapon have numeric values including the value of zero. The value of an attribute must be raised above zero before you can select it for a weapon. Before you can make other attributes active, you must place attachments on your weapon that grant the power of that attribute.



To change the elemental attribute of a weapon:
1. Select the weapon you want to change.
2. Open the ATTRIBUTES menu.
3. Highlight the attribute you want and press the ⊗ button. The word "Active" will appear next to the selected attribute.

> **Note:** You can also change weapon attributes on the Customize menu through the tabs on the lower left of the Customize menu.

Certain attachments can raise the power of attributes. See "Attachments" on page 28 to find out how.

Repair a Weapon

As your weapon becomes worn in combat, it loses Weapon HP (WHP). If the WHP gauge runs out, the weapon will disappear unless it's a character's default weapon. You must have Repair Powder to revitalize WHP. Repair Powder has another vital feature: The more you keep the weapon repaired, the more enemies you can defeat, allowing you to absorb more energy (ABS) from defeated monsters.

To repair a weapon:
1. Select the weapon you want to repair and select the REPAIR button.
2. Notice that the number of Repair Powder bags you have in your Item inventory is displayed at the bottom left of the screen. Each time you select REPAIR the count is reduced by one.
3. When you have repaired a weapon to its maximum WHP, the Repair button will become inactive preventing you from using more Repair Powder on the weapon.

> **Note:** You can also drag Repair Powder over the weapon you want to repair on the Item menu.